

	Kingdom of the Outlands		
			
			
August 25th			September 3rd
			
	Battlemoor III A.S. XLVII		

A Welcome from the King and Queen of the Outlands



Greetings and Welcome!!!!!!

We, Flanagan & Drahomira, the Crown of the Outlands, would like to thank you for coming to Battlemoor! It honors us that you will be spending this grand weekend of Fighting, Fencing, Archery, Arts and Sciences Classes and Equestrian activities with Us.

It promises to be a weekend full of fun and nice weather at this glorious time of year!

There are activities for everyone to enjoy and lots of merchants that wish to show off their wares and help you to increase your wardrobe or get that last piece to complete your kit for fencing, fighting, or archery enjoyment! Not to mention the tasty ones to whet your appetite!

Please join us each evening for the wonderful Revels that are planned! There is much fun to be had and friendships to be made! We would love to meet as many of our populace and visiting populace as possible!

If you have a question as to where something is being held please seek out a Hospitality person (will have a pink sash on) and ask, they will be more than happy to help you!!

We would like to thank everyone who has traveled from afar to join us at our wondrous event and hope that you feel welcome and have a great time!

Flanagan
Ard Ri

Drahomira
Banrion

THEIR ROYAL MAJESTIES OF ATENVELDT

GREETINGS TO ALL FROM
THOMAS AND LORA, 85th
CROWN OF GLORIOUS
ATENVELDT!



Joyous are We who have traveled from neighboring Atenveldt to do battle at the invitation of Our Outlands Cousins! Our personal thanks to Their Majesties Flanagan and Drahomira for making Us feel so welcome. We are privileged to join them in welcoming you all to Battlemoor III! Join us as we fight, sing, dance and lift a glass in friendship with the Mighty armies and citizens of The Outlands! A new day dawns, as we look for-ward to a long weekend of fun with Our friends! We look forward to a great event!

HIS ROYAL HIGHNESS EDWARD GREY, CROWN PRINCE OF THE EAST



GREETINGS TO ALL!

It is with great joy and anticipation that I travel to Battlemoor! In the past when the name “Battlemoor” reached my ears, it was followed by stories of fierce struggles upon the field, drums around the campfire, true Outlandish hospitality, and invitations to see it for myself. Long have I heard these stories when campaigning in foreign lands, and wished to join in the revelry. Now, I am determined to be a part of these stories with all who make this event so special.

The time is now come to heft sword and spear, and to stand by your chosen side. Having enjoyed the hospitality of both al-Barran and Caerthe, I know not where I will stand, but this I do know: wherever I go, I will be in most excellent company.

In service to the dream,
Prince Edward Grey of the East

Welcome from the Autocrats

Welcome to Battlemoor! It is hard to express how glad we are that all of you are here. It's been a great time with a great crew all pulling together to make this work for you, and we think you're going to enjoy it. This is going to be a great weekend, possibly the best you've had all year. For most of you, anyway. We know that some of you have recently gotten married, gone on honeymoons, had kids or had kids graduate, that sort of thing. Hopefully those were so great this won't be better. But barring any of those one-time-only life events, this should top the bill for the year.

A few pointers might help you to keep that statement true. First off, remember that you're camping at fairly high altitude. To that end, stay hydrated and wear a lot of sunscreen. We know that everyone says that, but they say it for a reason. Second, in the pursuit of hydration, don't touch the pump by the blue house; that is the site owners' private well, and if we touch it they'll be (justifiably) upset. We like them - they're nice. So we don't want them upset, right? Third, along those hydration lines, whenever you send someone off to make a town run or wherever else you can, bring in your own water. Bottles, carbuoys, tins, jugs, bladders, giant plastic-lined tanks, whatever. With the drought raging in the area, the wells aren't going to support the level of use we had at previous Battlemoors, and our safety is on our own heads.

We're running under a Class-Two-Uber-Armageddon fire restriction this year. In practical terms, that means the county has banned any combustion that happens without an off switch. While we have some exceptions for a few things in Town Center (the party fires and the Artisan's Row stuff), if we catch anything else burning on site we'll have to put a stop to it. Sadly this even includes smoking in a wilderness area. If you're going to smoke, make sure you're either in your vehicle or inside your tent or in an outdoor area no less than three feet from any kind of vegetable matter. We like being able to have Battlemoor, and if the county decides we're disregarding their fire restrictions, they won't let us keep doing that. If you can't abide by this, we hope you'll not be surprised by everyone else laughing at you while Security escorts you to the gate.

We've had a lot of people ask for ways to get involved or ways to be useful during the event. We appreciate those people more than you can know. If this is something you're looking to do, please find us or the coordinator (listed elsewhere in this book) in charge of what you want to do, and step right up. We're eager to have you. We might even say something nice, express appreciation or something. Mostly, we hope you'll have fun. Shop at the merchants, fight till you drop, shoot a perfect round, dance your legs off at the parties and have the night sky take your breath away. Or do none of these things, whatever makes you happiest. Because that's what matters to us. Have a great Battlemoor!

-Max and Yaz

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Outlands History Museum

COORDINATOR: MASTER TORE AV UDDEVALA

The Outlands History Museum is dedicated to exploring the history of the Outlands through stories, written histories, photographs, past publications and artifacts. Please take time to visit the Museum Pavilion and enjoy the exhibits of our kingdom's glorious past.

Look to the future, but appreciate and enjoy our glorious "Outlandish" past!

Towne Watch

Captain of the Watch: THL Oliver Mordrake

The Battlemoor staff is committed to helping make sure everyone has a safe and enjoyable time. The Watch helps make this possible.

We are located in the same pavilion as the Chirurgeonate. The Watch is staffed by volunteers who will maintain both foot patrols and golf cart patrols. Our patrols will have radios to provide rapid communication if a problem occurs. Though we will patrol Town Hall, Merchants Row, and all other areas, please remember theft liability is still your own. Battlemoor is not responsible for theft or damage to personal property. We ask that you read and follow the Site Rules and treat each other with respect. Have fun, but not at the expense of others.

We will also store Lost and Found items during the event. Obviously all local, state and federal laws, as well as the guidelines of the SCA are applicable at all times. If the need arises, The Watch will interact with local legal authorities.

Herald's Point & Town Criers

COORDINATORS: MISTRESS FIACHRA NI CIARDHUÓHAIN & THL LLYWUS AP ALAN

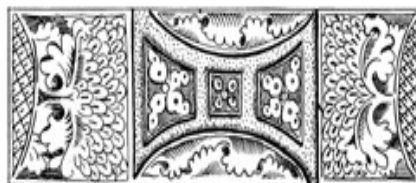
Thursday through Sunday, 9:00 a.m. – 4:00 p.m., you will have the opportunity to visit with knowledgeable heralds who can assist you with name and armory submissions. Bring your ideas and let us help you get all the paperwork ready. Drop by if you are interested in heraldry or want to help at the submissions table.

Volunteer to help with Town Crying! Town criers not only add to the atmosphere, they also provide the needed service of informing people of the activities of the day. Join us, meet new people and become one of the most sought after persons at the event!

Outlandish Hospitality

COORDINATOR: MISTRESS SEUÍLLA DE CÓRDOBA

We are very happy to welcome you to Battlemoor! We're here to help you find your camp site and guide you to all the fun activities! We'll also assist those with mobility issues in getting around site. Look for the gorgeous pink sashes or cordons!



Chirurgeons Point

COORDINATOR: THL KETERLYN VON EITZ

Chirurgeons Point is located with the Watch. At Chirurgeons Point you will be able to receive basic first-aid by first-aid volunteers (chirurgeons). Chirurgeons are trained in first-aid and CPR. If you find yourself in need of a band-aid, basic wound care for scrapes, armor bites, etc., please come by our pavilion or ask any person wearing a chirurgeon baldric or badge. You can also ask the Watch or any member of the Battlemoor staff and they will summon us. If you need assistance beyond first aid we can help direct you to higher level of care or notify EMS. A few notes concerning safety to make sure you get the most out of your war:

☞ **Dehydration & Hyperthermia** – Due to elevation and dry air you will lose water more quickly. Watch your water intake as well as the intake of others in your camp. Thirst is a late sign of dehydration and should not be relied upon to indicate the need for fluid replacement. If you drink only when thirsty it may take up to 48 hours to replace lost fluids. Fighters and those wearing heavy clothing may need to double their normal water intake. Direct sun, elevation, heavy clothing and dehydration greatly increase the risk of hyperthermia. The risk also increases if you have chronic medical conditions or have had heat illness in the past.

☞ **Altitude** – The site is at almost 7000 feet. If you are used to a lower altitude, you may notice the difference as you set up camp. Altitude can increase blood pressure, increase headaches and affect appetite & digestion. These are exacerbated with alcohol intake so please exercise caution.

☞ **Sun and Sunscreen** – Cool and cloudy days still pose a risk of sunburn. Use lip moisturizer and sunscreen for exposed areas of skin if you are not used to high sun exposure. Please be especially cautious with

babies and children, a sun hat is not enough; sunscreen will need to be reapplied.

☞ **Creepy Crawlies** – Creatures ranging from no legs to 8 legs inhabit this area. Be aware and if possible, use mosquito repellent to reduce the risk of mosquito bites as West Nile virus has been reported in this area of Colorado.

☞ **Chronic Medical Conditions** – You won't hear us limiting anyone in their activities – that's not our role – but we would greatly appreciate you letting us know if you have any chronic medical conditions that you feel might put you at a greater risk in this environment. It can take up to 30 minutes for EMS to arrive, and could be up to an hour before you get to a hospital.

☞ **Disabilities** – Battlemoor Staff are committed to making reasonable accommodations for those good gentles that need assistance.

Please recognize this information only covers some of the more common issues that may arise, this is not a substitute for your good judgment at your own limitations.

The nearest health care facility is: Spanish Peaks Regional Health Center Hospital
(24 hour Emergency Room: Level IV Trauma Center)
23500 US Highway 160; Walsenburg, CO 81089; 719-738-5100

Camping in Bear Country

Because of recent fires, black bear activity has increased in the areas south of Colorado Springs. While the number of people and the noise they make at Battlemoor will likely discourage bears from coming anywhere close to the event, it is still wise to take precautions. Don't let your small children or pets wander unsupervised, keep your camp clean and your food locked up. *Info from: Colorado Department of Natural Resources*

- ☞ Most camp sites west of 1-25 are in bear country. Bears that learn that people have food routinely visit camp sites, picnic areas and resorts in hopes of finding an easy meal. ***If you want to avoid problems for yourself and the bears, make sure there's nothing to attract bears to your camp.***
- ☞ **Stash Your Trash.** Use bear-proof containers when available. If they're full, double bag trash and lock it in your trunk or RV. Never leave trash outside.
- ☞ **Store Attractants Safely.** Store food, beverages and toiletries in air tight containers and lock in your trunk. Many bears have discovered that coolers, bags and boxes are full of food; never leave them in your tent or anywhere a bear could see, smell or reach.
- ☞ **Keep a Clean Camp.** Bears are attracted to odors of all kinds and will investigate anything interesting in hopes of finding food.
- ☞ **Keep a Clean Tent.** Don't bring anything with an odor into your tent – that includes all foods, beverages, scented toiletries, gum, toothpaste, sunscreen, candles, and insect repellent. Don't sleep in the clothes you cooked in; store them with your food.
- ☞ **Lock RVs and Vehicles.** Close windows and lock your vehicle and RV when you leave your camp site and at night before you go to sleep.
- ☞ **Campground Bears.** If a bear comes into camp, try to chase it away. Yell, toss small stones in the direction of (not directly at) the bear, bang pots and pans, or blow your car horn, air horn, or whistle. *Make sure the bear has an escape route.*

SHOWERS!!

Kiva Han is sponsoring Cleanliness!



Showers are located near the Kiva Han and Merchants Row. Donations are happily accepted at the Kiva Han or the showers themselves and will go towards purchasing the water and supporting Battlemoor IV. We have provided bio-degradable soap, shampoo, and conditioner for your use as the Strohs have requested the water run-off go back into the earth and we want to be kind to Mother Nature. The shower water is one temperature only, perfect for cooling off in the afternoon or washing away the grime and heat from melees and tournaments!

Schedule

(AS) = Class in Arts & Sciences Pavilion (AL) = Class in Artisan's Lane Pavilion

(AIR) = Artist in Residence in Fiber Pavilion on Artisan's Lane

(BB) = Brown Bag Lunch Gathering in Fiber Pavilion on Artisan's Lane

For Youth Schedule Please Pick Up a Copy at Youth Hall

Wednesday							
Time	Courts &/or Royal Pavilion	Heavy Combat	Rapier Combat	Archery & Thrown Weapons	A & S	Equestrian	Gatherings - Town Hall
8 am							Merchant Arrival
Noon							Site Opens
2 pm						Open Practice	
Thursday							
Time	Courts &/or Royal Pavilion	Heavy Combat	Rapier Combat	Archery & Thrown Weapons	A & S	Equestrian	Gatherings - Town Hall
9 am			Consort Tourney		Needle Lace (AIR)		
10 am		Battle of the Baronies Melees		Range Open	Sari Draping (AS) Herb Walk in Persona (AL)	Open Practice	
11 am					Persian Coats (AS) Constructing Practical Garb in a Camp Setting (AL)		
Noon					Beginning SCA Research (AS) Knitting (BB)		
1 pm		Single Sword Tourney	Battle of the Baronies Melees		Quick & Easy Scribal Arts (AS) Intro to Tabletweaving (AL)		
2 pm					Flaunt Your Femininity (AS)		

Thursday (continued)							
3 pm			Battle of the Baronies Melees		How to Develop A Persona (AS) Drop Spindle Spinning (AIR)		
4 pm					Hula Dance (AS) Artisan's Lane Welcome Gathering (AL)		
5 pm	Welcome - Opening Court						
7 pm					Natural Dyes of the Battlemoor Site (AL)		
Dusk							Regatta Revel
Friday							
Time	Courts &/or Royal Pavilion	Heavy Combat	Rapier Combat	Archery & Thrown Weapons	A & S	Equestrian	Gatherings - Town Hall
9 am	Chivalry Circle		Battle of the Baronies Melees	Range Open	Natural Dyes I (AS) Flower of the Outlands Artisan Display (AL) Coil Baskets (AIR)		
10 am		Unbelted Tournament			Choir Rehearsal (AS) Pimp My Wine (AL)	War of the Roses Favor Tourney	
11 am					Rope Sandals (AL)		
Noon					Natural Dyes II (AS) Intro to Spinning Wheel Spinning (BB)		

Friday (continued)							
1 pm		Battle of the Baronies Melees	Warrior Artisan Tourney		14th-15th C. Headwear (AS) Beginning Leather Carving (AL)		
2 pm						Trail Ride	
3 pm					Scribal Boot Camp (AS) Wet Felting (AIR)		
4 pm				Range Closes	Intro to Wet Felting (AL)		
6 pm	Court						
Dusk							Polynesian Revel
Saturday							
Time	Courts &/or Royal Pavilion	Heavy Combat	Rapier Combat	Archery & Thrown Weapons	A & S	Equestrian	Gatherings - Town Hall
9 am			Tournament of Guards	Royal Archer Shoot	Flower of the Outlands Artisan Display (AL)	9:30 Procession	
10 am	Pelican Circle	Battle of the Baronies Melees			Choir Rehearsal (AS) Color & Fabric Through the Middle Ages (AIR) A&S Siege Competition Begins (Aurora Moon Merchant Booth)	10:30 Pas d' Armes	
11 am					KAOS Tea (AL)		
Noon					Court Heraldry (AS) Card Weaving (BB)		
1 pm		Battlemoor Sword & Shield Tourney	Battle of the Baronies Melees		How to Develop a Persona (AS)		
2 pm	Queen's Tea				Precedence & Protocol (AS)		

Saturday (continued)							
3 pm			Battle of the Baronies Melees		Sign Language for SCA Courts (AS) Cast a Medieval Metal Drop Spindle (AL) Kumihimo (AIR) A&S Siege Competition Ends	Equestrian Archery Workshop	
4 pm				Range Closes	A&S Documentation 101 (AS)		
5 pm	Grand Court						
8 pm	Royal Dinner						
Dusk		Templar Torchlight Tourney					Saints & Sinners Revel
Sunday							
Time	Courts &/or Royal Pavilion	Heavy Combat	Rapier Combat	Archery & Thrown Weapons	A & S	Equestrian	Gatherings - Town Hall
9 am	Laurel Circle	Newcomers Tournament	Just for Fun Melees in the Woods	Range Open	Sandals (AIR)		
10 am				Hunt for the Queen's Supper Shoot	Choir Rehearsal (AS) Beginning Kumihimo (AL) Quick Mead (AL)		
11 am					How to use Janet Arnold's Patterns (AL)	Equestrian vs. Archer Challenge	
Noon					Arabic Calligraphy (AS) Warp Weighted Loom (BB)		
1 pm		Battle of the Baronies Melees	Lady of the Rose Tourney		SCA 101 (AS) Coil Basket Making (AL)		

Sunday (continued)							
2 pm					Medieval Jewish History (AS)	Equestrian Archery	
3 pm		Battle of the Baronies Melees			Persian Underpinnings (AS) Gardening (AL) Fiber Guild Meeting (AIR)		
4 pm				Range Closes	Choir Performance (AL)		
5 pm	Outlands Court						
Dusk							Hafla
Monday: Site Closes at Noon							

Heavy Weapons Tournaments

Thursday: 1:00 p.m. – Single Sword Tournament: Master Tore av Uddevala welcomes all combatants to display their Grace and Skill. Bouts will be fought single sword, single hand. Victors will be chosen by members of the Order of the Laurel watching to tournament. *Sponsored by the Order of the Laurel.*

Friday: 10:00 a.m. – Unbelted Tournament: Baron Robert Magnus and Sir Alverik Czypser invite all unbelted warriors to enter this tournament. Format will be weapons style of choice, best two out of three double elimination. *Sponsored by the Order of Chivalry*

Saturday: 1:00 p.m. – Sword and Shield of Battlemoor Tournament: Count Giovanni di Sienna invites all to contest upon the field of glory in single combat. This spectacle will be held in a fashion similar to many of the Outlands' Crown Tournaments. All are permitted entry and each entrant must fight for a consort. The consort may be a child, your Lady, your Lord, it matters not. The tournament will be fought single fight, double elimination, weapons of choice. The victor shall be styled the Sword of Battlemoor and will receive a basket hilt (courtesy of Count Thorbrandr Olafsson). The consort shall be styled the Shield of Battlemoor and will receive a shield (courtesy of Duke Maelgwn McCain). The prizes will be for the Victor's and Consort's permanent use. *Sponsored by the Royal Peers*

Saturday: After Court – Templar Torchlight Tournament: (Lists will open at 7:30 p.m.) The Outlands Preceptory of the Temple is proud to host this fundraiser to benefit

the Their Royal Majesties' Travel Fund. Master Adam Stedefast invites all to participate in this tournament celebrating the chivalry of the middle ages. In this period style tournament, no mads or daggers will be allowed, nor thrusting (the presence of thrusting tips on weapons is permitted, if not used). All fighters may enter at no charge. Spectators will bid on each fighter in the tournament. Prizes will be awarded to not only the victors of the tournaments, but to the highest bidder for each victor. A prize will be bestowed upon the Most Chivalrous Fighter, chosen by Her Royal Majesty Drahomira, Queen of the Outlands, and her panel of judges. Prizes will also be given throughout the tournament for acts of chivalry. *Sponsored by the Outlands Preceptory of the Temple*

Sunday: 9:00 a.m. – Newcomers Tournament: Lady Liepa Jonaite calls the newest warriors (green carded less than one year) to test their mettle in a tournament sponsored by the newest shire in the Outlands! Sword & shield only, tournament format to be determined depending on number of combatants. *Sponsored by the Shire of Villaleon*



Heavy Weapon Melees

COORDINATOR SIR OAVIN ORAKERE

Battlemoor Heavy Weapons Melee Conventions

- S.C.A Marshal's Handbook applies.
- Kingdom of the Outlands Combat Handbook also applies.
- Killing from behind and "dead on the ground" will be allowed in all scenarios.
- 9' spears will be the longest weapon allowed for all scenarios.
- 3 blasts of the marshal's air horn will call 10 minutes until lay on. 1 long blast of the marshal's air horn will call lay on.
- Combat archery will only be allowed in the last scenario of each day and Outlands combat archery rules will apply.
- Siege weapons will only be allowed in castle and town battles.
- All scenarios will be completed for fun.

Melee Start Times:

Thursday: 10:00 a.m.

Friday: 1:00 p.m.

Saturday: 10:00 a.m.

Sunday: 1:00 p.m.

Heavy Weapons Melee Scenarios: The fields and forests of Battlemoor will bear witness to the culmination of a long standing feud between the valiant Barony of Caerthe, and the stalwart Barony of al-Barran! For some time, each Barony has laid claim to the exclusive use of Sable and Or in their standards – a disagreement which can no longer be tolerated. The forces of each mighty Barony will engage in several locales along the King's highway which stretches between the two. With each victory, each army will progress closer to their ultimate goal of each other's strongholds!

Melee scenario progression each day will depend on what has transpired in the previous melee...read on!

1 – “The Battle of Rattan Pass”: Fought as a bridge-battle, the armies will meet atop the pass and do battle for control of the pass and determine who will advance first.

South-ward Scenario Progression:

2 – Battle for Rio de las Animas: Progressing south from Rattan pass, a battle will be fought at, around and through the River of Lost Souls. Peers of the Realm and Landed Nobles may “ride” through the ‘water’, while all other fighters must traverse on their knees or remain on the bridge.

3 – Battle at the Black Fountain: Northern forces will ascend a spiraling trail to a summit, and engage the Black Fountain stronghold atop the hill. (Timed resurrection battle, defenders to have three resurrection per combatant, attackers to have unlimited, with their resurrection-point located at the base of the “hill”)

4 – The Epic Naval battle of Jemez Springs: A monumental naval battle fought in the majestic and open waters of the Jemez, utilizing PVC boats carried by fighters. Northern forces must take to the open waters and defeat the noble al-Barranian armada to make landing on the other shore and continue their advance. (Combat archery allowed)

5 – Siege of al-Barran: Having reached the fortress of al-Barran, the northern armies must capture the surrounding outposts, then successfully lay siege to the fortress and capture the standard it protects, thus proving that they alone have the right to bear the colors Or and Sable! (Combat archery allowed, Defenders allowed one resurrection each)

North-ward Scenario Progression:

2 – Skirmish at Villaleon: Following victory at Rattan Pass, the southern forces will engage the northern army in the dense woods of Villaleon.

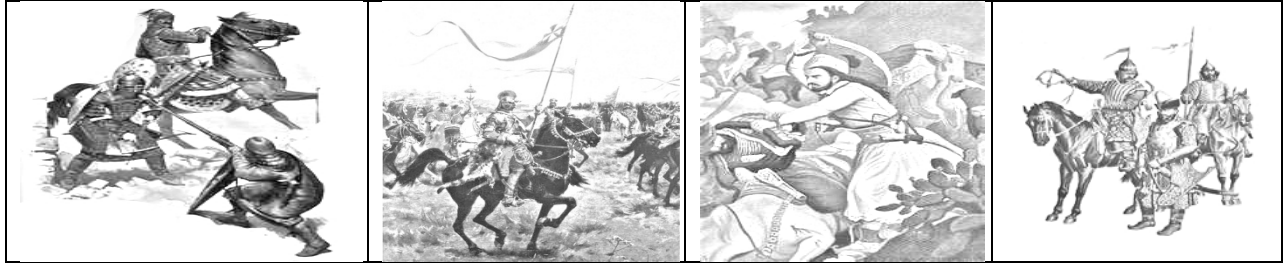
3 – Battle of the Aarquelle River: Naval Battle. An epic naval battle utilizing PVC boats carried by fighters, wherein the southern forces will attempt to cross the vast waterways of Aarquelle, while engaging the mighty northern armada! (Combat archery allowed)

4 – Battle for the Dragon’s Spine: The southern forces will ascend a mountain trail to the summit of the Dragon’s Spine, and attempt to capture the fortress at the summit. (Timed resurrection battle, defenders to have three resurrection per combatant, attackers to have unlimited, with their resurrection-point located at the base of the “hill”)

5 – Siege of Caerthe: Having reached the fortress of Caerthe, the southern armies must capture the outposts of the surrounding shires, then successfully lay siege to the fortress and capture the standard it protects, thus proving that they alone have the right to bear the colors Sable and Or! (Combat archery allowed, Defenders allowed one resurrection each)

Melees will be fought best 2 out of 3 or 3 out of 5, depending on numbers for each scenario. With each victory, an army will progress one step closer to the enemy’s fortress. To avoid only engaging in the same two or three melees for several days, each army will progress forward only, and not be forced backwards along their path by a loss. In the event that one army achieves overall victory early in the event, marshal’s present may decide that the victorious army fight their way home to their fortress, defending their prize.

In addition to the scenarios above, several unrelated scenarios, fought only for glory and word-fame, are possible.



Highlands War XIX ~ Alpine, AZ

Sunday, June 9th - Sunday, June 16th, 2013

www.highlandswar.org

In late 14th century Hungary, in the early morning mists on the Steppes of northern Atenveldt Highlands, the Hussars prepare to defend their lands. Stealing across the rolling meadows of the motherland are bands of invading Turks and Mongols. The Hussars, who are known for charging ferociously into enemy ranks and causing mass havoc, are fighting for their homes. Who will you be loyal to, the invading Turks or Mongols or the stalwart Hussars?

Pre-Registration will be \$50 adults, add \$5 for non-member fees, \$20 for youth ages 8-17, 7 and under free. Family cap \$125 for immediate family only. Pre-registration through ACCEPS begins September 2012; closes May 31st, 2013.

Pre-registration through mail until June 3rd, 2013. See website for details.

We are offering multi-day workshops/salons. If you would like to teach a class/workshop, let us know. Focus on martial arts, fiber arts, blacksmithing/metalwork, cooking and much more. Daily/nightly competitions/activities. Let's get to know you! We are again offering a Loyalty contest, be you Turk, Mongol or Hussar! We offer Hard Suiting, Rapier, Archery, Youth Combat, Siege Weapons, and Equestrian and lots of FUN!

Bring your Kingdom/Baronial/Shire/Household banner to fly at the entrance gate to let everyone know you have arrived at War!

Stroh Ranch Chuck Wagon

Breakfast: 7-9 a.m.

Breakfast Burritos \$5.00
(sausage, ham or bacon)

Water (24-bottle case) \$5.00
Canned Soda 50¢

Hamburger Buns & Assorted Fruit
& Veggies are also available

11 AM – 2 PM

Meat Packages
Grill in your camp!

2 lb. Ground Beef
\$7.00

Packages of 10 ¼ lb. Patties
\$10.00

Rapier Tournaments

Thursday: 9:00 a.m. – Consort Tournament: Calling all rapier fighters! Baron Duncan Alastair MacRae & Baroness Mary of Lyonshall invite all to fight for the honor of your chosen Consort. The past 2 years this tournament has been won by Don Tristan Grey. He is good so bring your best fight if you hope to take home the prizes. Join the fun and fight for the right to honor your Consort. Double elimination, either single fight or best 2 of 3. Prizes awarded for consort and combatant (a shawl woven by THL Anna Katherine von Telgte and a Rapier Fighting Cloak made by Baroness Elizabeth Anne Grene). *Sponsored by the Order of the Pelican*

Friday: 1:00 p.m. – Swiss Five Warrior Artisan Tournament: Mistress Catrin von Berlin calls for each entrant to bring a prize/token created by their own hands. The item does not need to be period though there may be a special prize for a documented, period piece. With each entrant contributing, every participant will be able to select a token to take home at the end of the tourney. A lovely traveling blade created by Master Domin d'Alsace, will be awarded to the victor to carry for one year. *Sponsored by the Order of the Laurel*

Saturday: 9:00 a.m. – Tournament of Guards: Don Christian Guillaume de Saint Clair invites all to participate in or view this striking tournament. Entrants will be teams with a minimum of 2 combatants; maximum of 7 combatants. In addition, non-combatant members (standard bearer, drummer, etc.) may be used as long as their armor passes marshal late inspection. Guards may be from an existing Guard (kingdom guard, baronial guard, household guard, etc.), or may be a Guard created for this tournament. Teams

must be easily recognizable as a Guard and in a uniform shared by all members. Teams must have a standard. Signing up for the tournament involves the full Guard passing in review before the members of Cohors Spatharum Verarum and receiving a thumbs up from all of them. Victors will have the bragging rights of being the toughest guard in the Knowne World. Prizes will be awarded for Most Chivalrous, Best Death, Greatest Spirit and Best Guard Presentation. Judging will be by the members of the Cohors Spatharum Verarum who will also marshal the tournament. Tournament format will depend on the number of entrants. Victory in each bout will be last man standing. A 'double kill' means both sides take a loss. Rules of engagement: Don't be Stupid! 120 degree angle of engagement, DFB, No running, No RBGs: they are forbidden for tournaments in the Outlands, No C&T. *Sponsored by Cohors Spatharum Verarum*

Sunday: 1:00 p.m. – Ladies of the Rose Tournament: Duchess Anna de Apperleye encourages all to enter! Each combatant must be sponsored by a Lady of the Rose, reigning Queen, or territorial Princess (past or current). Combatants will be given three roses which are the equivalent of lives-currency. Combatants and Ladies will place a bet of roses on each bout; winner keeps the roses. As long as combatants have at least one rose, they may continue. At 90 minutes, the combatant with the largest bouquet to present to his or her sponsor is the victor. The format of the list will be random draw, best two out of three. Double kills are destructive. There are excellent prizes for the victors! *Sponsored by the Ladies of the Rose*



Rapier Melees

COORDINATOR: MASTER Angus Reid MacFarlane

Battlemoor Rapier Melee Conventions

- The S.C.A Rapier Marshal's Handbook will be in effect.
- The Kingdom of the Outlands Rules of Rapier Combat will be in effect.
- All melee scenarios will use "heavy rapier" only.
- As per the Outlands Rules, tip cuts and push cuts will not be standard for melees.
- "Death from Behind" will be legal and will be used in all scenarios unless otherwise stated.
 - "Death from Behind" is safely performed by approaching an opponent from behind and laying a sword blade (not a dagger blade) upon their shoulder. A minimum of 1/3 of the blade should be visible to the opponent. The attacker must then give a clearly audible, verbal cue of, "You are dead from behind m'lord/m'lady," or equivalent.
 - The attacked fighter is considered dead upon seeing a blade over their shoulder, feeling the touch of the blade *or* hearing their opponent call them dead. Fighters may not spin, dodge, or otherwise evade a properly executed "Death from Behind".
 - A fighter may only perform "Death from Behind" on one opponent at a time.
- 180 degree engagement shall be used in all scenarios unless voted against by fighters present, in which case it will change to 120 degree engagement.
- Rubber Band Guns (RBGs):
 - RBGs will be used only in certain scenarios.
 - Dead Fighters are not permitted to pass off guns or ammo; spent ammo may not be re-used in the same scenario.
 - RBG ammunition may not be filled with material or otherwise artificially weighted.
 - Number of RBGs and amount of ammo in each scenario and is at marshal's discretion.
- "Killing" Touches and exiting the melee field:
 - Upon receiving a "killing" touch, fighters must clearly identify themselves as "dead". Preferably done by carrying weapons crossed over the head or held in front by the blade.
 - A fighter may utter a single word or phrase when killed. Any subsequent communication with "living" fighters is proscribed, except for marshaling and safety concerns.
- A dead fighter must attempt to exit the melee field in a timely manner. Exit away from active combat and never through opposing lines. Stalling to block opponents is forbidden.

Rapier Melee Times:

Thursday: 1:00 p.m. – 4:00 p.m.

Saturday: 1:00 p.m. – 4:00 p.m.

Friday: 9:00 a.m. – Noon

Sunday: 9:00 a.m. – Noon

Rapier Melee Scenarios

Thursday: Battle of Rattan Pass: Bridge Battle. No RPGs allowed

The Battle for Rio de las Animas: River Ford Battle. Peers and White Scarves may walk through the water (mounted) while all others must cross over the bridge or kneel in the water. No RBGs Allowed.

Friday: Fontaine dans Sable – Siege of the Western Gate: Castle Battle. Defending team (chosen by Thursday's heavy melee results) achieves victory by keeping the attacking team out of the castle. Attacking team wins by entering the castle and defeating all defenders. RBGs Allowed!
Battle for Villaleon/Battle of Bryngolau: Resurrection Woods Battle; capture the flag. No RBGs

Saturday: The Battle of Aarquelle/Battle of Drygestan: Last man standing Woods Battle. Run 2 out of 3 No RBGs Allowed.
Siege of Caerthe/Siege of al-Barran: Redoubt Battle. Several forts in front of the large main fort. Small forts have flags worth 2 points; Main fort has a flag worth 5 points. RBGs Allowed.

Sunday: Just for Fun Melees in the Woods: Random Teams chosen for woods battles.

Equestrian

Coordinator: Lady Amelia (Emma) Valeriana

Wednesday: 2:00 p.m. - Open practice. Equipment for games will be set up in the arena.

Thursday: 10:00 a.m. - Open practice.

Friday: 10:00 a.m. War of the Roses: Secrets and Intrigue: Carry a favor from the Patron of your choice into the open field attempting to intercept secret messages. The reward: a prize for you and your Patron.
2:00 p.m. Trail Ride: Led by the property owner through surrounding lands.

Saturday: 9:30 a.m. - Procession: All equestrian participants are encouraged to join us as we process through Town Hall dressed in our finest. We will greet the Battlemoor populace and encourage everyone to follow us back to the Equestrian Arena for a crowd-pleasing Pas d'Armes tournament.
10:30 a.m. - Pas d'Armes Tourney: In response to the gallery's wishes, equestrians will challenge each other to a variety of obstacles. Winner of the tournament will be determined by audience favor.
3:00 p.m. – Equestrian Archery Workshop: Practice some of the training exercises used for the challenges of archery from horseback. Interested non-equestrians are welcome to attend. We will conduct some runs as passengers from a horse-drawn cart. *Sir Rand the Tracker of Oak Hollow*

Sunday: 11:00 a.m. - Equestrian vs. Archer Challenge: The thunder of hooves alerts a band of arches that knights are bearing down on them! Who will be victorious? Can the archers shoot their opponents before the knights reach them and dispatch them all?
2:00 p.m. - Equestrian Archery – Test your skill at Mounted Archery challenges.

Monday: 10:00 a.m. - All horses must be off site.



Archery & Thrown Weapons

COORDINATORS: SIR MIKA Longbow & THL Jethro Stille

Archery Rules

- Range is only open during posted times. Unauthorized shooting will result in removal from site.
- Line marshal commands must be followed at all times. Failure to do so may result in removal from range.
- No archer will be allowed to shoot while impaired by any substance.
- An archer will not knowingly use unsafe equipment. Any equipment observed to be unsafe will not be used until it is made safe and re-inspected by the MIC.

Recording Scores: Archers are to record each arrow/bolt as described on score sheets. Not just the final score. Scores are subject to re-adding. Final scores will be corrected if errors are found. The SCA Target Archery Rules will be followed at all times.

Bows: Handbows may be of any material. Cammed (i.e. compound bows), balance bars, spring operated flippers are not permitted. No quivers or arrow clips may be attached to the bow.

Crossbows: Crossbow must have wooded stocks. Trackless, cammed (compound), center-shot, split prod, are not allowed.

Strings: Strings must be appropriate for bow type and poundage. Strings prone to failure such as sinew or gut are not permitted. Nor are metal cables, illegal attachments including loops made of pressure clips, clickers, peep sights, kissers buttons, and mechanical triggers, or releases. Strings may not have knots save for properly tied bowyer's knots to secure ends. A single nocking point may be attached and can consist of one or two locator clips. String walking is not allowed. Silencer spiders are allowed.

Arrows and bolts: Must be made of wooden shafts mounted by target points. Broadheads, judo or similar points that would cause excessive damage to targets are prohibited. Ammunition must be fletched with feathers.

Unusual equipment: Equipment not covered by these regulations must be inspected by Earl Mika the Archer General of the Outlands.

Battlemoor Archery Champion determined by combined scores of Friday's and Sunday's shoots.

Targets will be available for royal rounds and/ or IKAC any time the range is open except for the time the Royal Archer shoot is going on.

Loaner gear is **NOT** available.

Archery Schedule

Thursday: 10:00 a.m. – Range Open

Friday: 10:00 a.m. – Memorial Archery Shoot for Baron Darkes MacBey: All are welcome to come and shoot the Balrog! We will be shooting 2 rounds of 6 arrows. The first round will be from a distance of approximately 70 yards. The second round will be 2 arrows each from three different distances. The first arrow from the first range to be done as a unified flight. Prize to be given to the highest scorer.

Saturday: 8:30 a.m. – Practice for Outlands Royal Archer Tournament

9:00 a.m. – Outlands Royal Archer Tourney: All archers from all Kingdoms can test their skills during this Tourney. The Final 8 (if under 50 Participants, Final 16 if over 50 participants), will have a shoot off until only one remains. All Finalists must be a member of the SCA and reside in the Kingdom of the Outlands.

Royal Rounds and IKAC will run after the tourney until range closes at 4 PM.

Sunday: 10:00 a.m. - Hunt for the Queen's Supper Shoot: Goal is to secure ingredients to prepare the Queen's Supper. This is a team shoot. Each team consists of 3 archers

and must be sponsored by a Lady of the Rose. The Lady of the Rose may be one of the 3 archers forming the team (but be on only one team), or just sponsor archers for the shoot. The Lady of the Rose is responsible for providing each archer of her team with her livery colors in the form of a tabard or favor or any token that can be displayed – as simple or elegant as she wishes! A Lady of the Rose may sponsor more than one team. Targets consist of 3 – 3' x 3' square targets. Targets will display pictures of various ingredients needed for supper. Targets will be set at various distances and the design will differ on each target. Each of the 3 archers will only shoot at one of the 3 targets. A roll of the dice will determine which member of the team will shoot at which target. Archers may shoot only 6 arrows at their target. Points for each ingredient will vary. The arrow must hit the picture of the ingredient displayed. Points will be totaled and will determine part of the team's final score. Bonus points will be given based on the period(ish) dishes the team (including their Lady of the Rose sponsor) comes up with – on paper only at this time! Teams will have a limited time after they have acquired their ingredient list to complete their dishes for supper. Only one team will shoot at one time. If time allows, a team may shoot again to improve their score and/or come up with different ingredients for their supper. If a team re-shoots, they can only use the score and ingredient list from the re-shoot. Impress Her Majesty with your skill of the bow as well as your culinary talents. Most ingredients will be taken from recipes in the book *"To the Queen's Taste"* by Lorna J. Sass. *Sponsored by the Ladies of the Rose*

All youth archers must be accompanied by a parent or legal guardian while on the range

Thrown Weapons Interkingdom Challenge every day but Saturday.

Arts & Sciences

❖ Classes in the Arts & Sciences Pavilion

- ❖ Please check the boards in A&S for changes and additions to the schedule
- ❖ Unless otherwise noted, children accompanied by a responsible adult are welcome to attend classes in the A&S area

Thursday

10:00 a.m.: Sari Draping – Learn a couple of the basic drapes that can come in handy during a summer event! A limited number of spare saris will be available. *Baroness Kaliyan Kali*

11:00 a.m.: Persian Coats *Countess Yasamin al-Hadiyya*

12:00 p.m.: Beginning SCA Research - Has something sparked your interest, but don't know where to begin learning more about it? Join this class and learn how to start your research journey, including how to use <gasp> Wikipedia for period research! *Baroness Kaliyan Kali*

1:00 p.m.: Quick and Easy Scribal Arts (2 hours) – Illumination tricks to help those who wish to produce scrolls fast. We'll cover simple designs that will look as if they took days to plan and draw instead of an hour or two. If time allows, we will cover calligraphy and advanced illumination. Supplies for the illumination portion of the class will be available. Materials fee - \$1.00. *Lord Rioghan mac an Ghabhan*

2:00 p.m.: Flaunt Your Femininity – We will examine the various beauty and hygiene regimens of the women of the Middle East. The first half of class will be a discussion on the perceptions of feminine beauty and the tricks women used to achieve it. The second half of class will be a hands-on opportunity to try kohl, henna, and halawa, as well as experience the scents of the perfumes and oils that were used. Not only will you leave feeling pampered, but this spa day will simulate the camaraderie of the ladies at the hamam, and you may leave with a new friend! If you would like to take home a bottle of your own perfume, there will be a Materials Fee of \$5.00 for small bottles, \$10.00 for large bottles. Observers are welcome as well! *Duchess Anna de Apperleye*

3:00 p.m.: How to Develop a Persona – Ideas and tips on developing a realistic persona. Age limit: 12 and over. The handout is free; optional book available. *Lady Millicent of Essex*

4:00 p.m.: Hula Dance – In honor of the South Pacific party on Friday! Come by and learn the basics of hula dancing including some of its history and the meaning behind the movements.

Please wear something that allows you to move freely. *Baroness Kaliyan Kali*

Friday

9:00 a.m.: Natural Dye Workshop I – Plants gathered at the Battlemoor site (Herb Walk, Thursday 7:00 p.m.) will be made into a dye bath while we discuss using natural dyes and dyeing in the Middle Ages. Attendees should wear closed shoes; bring drinking water and a snack. Age limit: 10 and over, under 14 with parent attending. *Mistress Leonora Kateryn de Provence & Mistress Agnes de Lanvallei*

10:00 a.m.: Known World Choir Rehearsal (2 hours) – Sight-reading skills are a plus, but not a necessity, so don't be shy. Come sing with us! Performance will be at 4:00 p.m. Sunday in the Artisan's Lane classroom pavilion. *Mistress Biket filla Benjamin de Canterbury*

12:00 p.m.: Natural Dye Workshop II – (continuation of morning workshop) Fibers or cloth will be put into the dye bath. Dyed yarn or cloth will be rinsed (and we have to clean up). If you want to dye something or take home something dyed, there is a Materials fee - \$1.00 for the chemicals to mordant and adjust pH. Attendees should wear closed shoes; bring drinking water and a snack. May bring up to 100g yarn or cloth to dye. Yarn to dye available for \$5.00 per skein; silk to dye is available for \$2.00 or \$8.00. Coming just to watch is fine. Age limit: 10 and over, under 14 with parent attending. *Mistress Leonora Kateryn de Provence & Mistress Agnes de Lanvallei*

1:00 p.m.: 14th – 15th Century Headwear (2 hours) - You're never fully dressed without a hat. The way to turn a costume into clothing is to add the appropriate headwear and there are a lot more options than just a veil. We will look at a variety of women's headwear from the 14th and 15th century and discuss how to create, wear, and adapt these variations for your outfit, comfort, and climate needs. There will be some samples to try on. Samples will be raffled off at the end of the class. Materials fee - \$1.00. *Countess Cecilia Mowebray*

3:00 p.m.: Scribal Boot Camp (2 hours) – Bring your projects and any supplies you need (paper, paints, exacto knives, rulers, etc.). A host of experienced scribes will be on hand to assist with problems, questions or techniques you would like to attempt or improve your mastery of. Need to know how to fix a mistake on a scroll? Now is your chance! Have questions about shading, calligraphy, styles or materials? Join us and get advice or just hang out and paint. Student sets of gauche and brushes will be available for those who want to try the art. Age limit: 12 and under must be accompanied by parent or legal guardian. *Baroness Bianca della Vittoria*

Saturday

10:00 a.m.: Known World Choir Rehearsal (2 hours) – Sight-reading skills are a plus, but not a necessity, so don't be shy. Come sing with us! Performance will be at 4:00 p.m. Sunday in the Artisan's Lane classroom pavilion. *Mistress Biket filla Benjamin de Canterbury*

12:00 p.m.: Court Heraldry: From Organization to Performance Art (1.5 hours) – A good court herald provides the right amount of pomp and ceremony which results from a blend of administrative preparation and powerful presence. Learn how to conduct courts that the populace will enjoy and to which they can look forward. *Master Adam Stedefast*

1:00 p.m.: How to Develop a Persona – Ideas and tips on developing a realistic persona. Age limit: 12 and over. The handout is free; optional book available. *Lady Millicent of Essex*

2:00 p.m.: Precedence and Protocol – Overview of the award and rank structure of the Society, proper forms of address and why certain people wear what they wear (coronets, circlets, belts, etc.) Class participants will receive a handout that illustrates the hierarchy of Society and Outlands awards. *Master Adam Stedefast*

3:00 p.m.: Here's Your Sign – American Sign Language for SCA Courts *THL Magdalena Lucia Ramberti*

4:00 p.m.: Arts and Sciences Documentation 101 – For those artisans who love to make works of art but quake at the thought of documentation. Learn how to document your craft in an SCA-appropriate format. Differences between standard documentation and research documentation will be discussed, as well as tips on how to cite your sources and write about what you do. We will discuss the basic judging process and answer questions about how judges evaluate both the documentation and the entry. *Countess Cecilia Mowebray & Mistress Maimuna al-Bukhariyya*

Sunday

10:00 a.m.: Known World Choir Rehearsal (2 hours) – Sight-reading skills are a plus, but not a necessity, so don't be shy. Come sing with us! Performance will be at 4:00 p.m. Sunday in the Artisan's Lane classroom pavilion. *Mistress Biket filla Benjamin de Canterbury*

12:00 p.m.: Arabic Calligraphy – Learn Arabic inspired scripts that can be used on Persian and Arabic scrolls. Please bring your own calligraphy supplies. *Baroness Kaliyan Kali*

1:00 p.m.: SCA 101 – Designed for the newcomer to the SCA, this class focuses on getting involved in the organization, basic etiquette and heraldry, naming practices, and an open forum for questions regarding who we are and what we do. *THL Avram Ibn Gabirol*

2:00 p.m.: Medieval Jewish History: Developing a Jewish Persona – Focuses on the presence of Jews in SCA period, and developing a persona around a Jewish background. Topics include professions, history, clothing, language and naming practices, heraldry and food. We will also discuss *La Convivencia*: the peaceful co-existence of Jews and gentiles in the medieval Spain. *THL Avram Ibn Gabirol*

3:00 p.m.: Persian Underpinnings *Countess Yasamin al-Hadiyya*

Artisan's Lane

Fiber Arts Tent – The Clearly Glorious Fiber Guild welcomes all to sit and work fibery projects or learn new ones under the Great Tent provided by THL Diana Doria and Lord Alasdair the Scot. There will be Brown Bag Lunch Get Togethers (BB), bring your lunch and projects & join us as we feature a different topic each day. We will also have Artisan in Residence Open Project Periods (AIR). Each will have a different theme, no matter your project you are invited to join us. We will fill the Fiber Tent with learning and laughter, so don't miss a single one.

Mistress Theresa Yolanda Cabeza de Vaca's Medieval Kitchen where you can watch or help prepare foods in a medieval fashion during most of the daylight hours. Mistress Theresa has many period spices, a variety of medieval cooking equipment, and can reserve time and space for you.

Master Wilelm the Smith's Forge is open for people to come and watch, learn and create! Both open forging and one-on-one teaching are available.

Jewelry Making – Drop by for a demo or an informal class as Lord Pádraig Ó Súilleabháin creates delicate artifacts of twisted and hammered metals.

Wood Working – Join Master Björn Pálsson and Master Eadweard Boicewright of Calontir as they shape wood into beautiful items.

Leather and Lathe – Mistress Adelyn la Souteresse makes shoes and other useful leather items. Come see her shop or take a class. Lord Sander Tauernier will demonstrate soapstone casting pewter badges and buttons and show examples of woodturning and chain maile.

Foxryde Gardens – Mistress Leonora Kateryn de Provence brings her shop of hand-dyed yarns, hand-made herbal bath and body care products and copper jewelry to Artisan's Lane. Come ask her about gathering and using plants for dyeing and herbalism or take her class.

Musicians! – The Known World Choir will fill the Battlemoor site with song! Mistress Biket filla Benjamin de Canterbury will lead rehearsals Friday through Sunday, 10:00 a.m. – Noon in the A&S Pavilion. Performance will be at 4:00 p.m. Sunday in the Artisan's Lane classroom pavilion. Sight-reading skills are a plus, but not a necessity, so don't be shy. Come sing with us!

Artisan in Residence & Brown Bag Lunch Get Together Schedule (Artisan's Lane in Fiber Arts Tent)

Thursday

9:00 a.m.: Needle Lace (AIR) *THL Bronwen of Hindcroft*

Noon: Knitting (BB) *Lady Hannah de Ávila*

3:00 p.m.: Drop Spindle Spinning (AIR) *THL Diana Doria*

Friday

9:00 a.m.: Coil Baskets (AIR) *Lady Ailbhe bean Oengus meic Muineog*

Noon: Intro to Spinning Wheel Spinning (BB) *Mistress Meriel of Tay*

3:00 p.m.: Wet Felting (AIR) *THL Anna Katherine von Telgte*

Saturday

10:00 a.m.: Color & Fabric Through the Middle Ages (AIR) *Mistress Agnes de Lanvallei*

Noon: Card Weaving (BB) *Lady Yildiz of Misrian*

3:00 p.m.: Quick & Dirty Kumihimo (AIR) *THL Cecelia Corr Mhaire*

Sunday

9:00 a.m.: Sandals (AIR) *Lady Hannah de Ávila*

Noon: Warp Weighted Loom (BB) *Mistress Rózsa László*

3:00 p.m.: Fiber Guild Meeting



Artisan's Lane Class Schedule

(Artisan's Lane Classroom Pavilion)

Thursday

10:00 a.m.: Herb Walk in Persona – wear good walking shoes. *Mistress Agnes de Lanvallei, Barony of Unser Hafen, Outlands*

11:00 a.m.: Constructing Practical Garb in a Camp Setting (2 hours) *Master Sashatec Nickali Koliskof, Barony of Mag Mor, Calontir*

1:00 p.m.: Introduction to Tablet Weaving (2 hours) *Lady Yildiz of Misrian, Barony of Caer Galen, Outlands*

4:00 p.m.: Welcome Gathering – Bring finger food to share and catch up with your fellow artisans! *Mistress Theresa Yolanda Cabeza de Vaca, Shire of Drygestan, Outlands*

7:00 p.m.: Period and Other Natural Dyes of the Battlemoor Site – An herb walk around the site focusing on dye plants. We'll gather two or three plants to use in Friday morning's class. Bring good walking shoes and gloves. Children under 14 must be accompanied by a parent. Meet at the Fox Ryde Garden merchant pavilion. *Mistress Leonora Kateryn de Provence & Mistress Agnes de Lanvallei, Barony of Unser Hafen, Outlands*

Friday

9:00 a.m.: Flower of the Outlands Artisan Display – see the art & meet the artists! *THL Diana Doria, Canton of Hawk's Hollow, Outlands*

10:00 a.m.: Pimp My Wine – Learn about medieval spiced wine: Hypocras. Adding spices to your wine goes far beyond just making it more palatable. There are known medical benefits as well as the ability to show wealth and status. Class will demonstrate how easy it is. Recipes and samples available. If you wish to sample, please bring ID. (Class in Mistress Theresa's Kitchen on Artisan's Lane) *Lord Rauf le Brewere, Barony of Dragonsspine, Outlands*

11:00 a.m.: Rope Sandals (2 hours) – Learn the techniques to make a pair of Alpargatas, Spanish rope sandals. Hands on class using materials developed by Josephina de la Torre. Limited to 8, with a materials fee of \$10.00. Students may watch and receive a handout at no cost. *Lady Hannah de Ávila, Canton of Ravenhyrst, Outlands*

1:00 p.m.: Beginning Leather Carving (2 hours) – Learn the use of the seven basic tools while making a coaster. Eight sets of tools for students. *Instructor Elric Thurstonsen of Dragonskeep, Barony of Dragonsspine, Outlands*

4:00 p.m.: Introduction to Wet Felting – Students will leave with a felted soap bar (wash cloth and soap rolled into one!), and very clean hands. Materials fee of \$3.00. *THL Anna Katherine von Telgte, Barony of Fontaine dans Sable, Outlands*

Saturday

9:00 a.m.: Flower of the Outlands Artisan Display

11:00 a.m.: Kingdom Artisans' Outlandish Swap (KAOS) – Participants of the KAOS, please join us for tea and to share the fabulous works you have created. Reveal your recipients! After the exchange, all are invited to ogle the beautiful works and share their thoughts on this and potential future swaps. *Lady Hannah de Ávila, Canton of Ravenhyrst, Outlands*

3:00 p.m.: Cast a Medieval Style Drop Spindle (2 hours) – Learn the differences between modern and medieval whorls, learn how they were made in period and make one on-site. Students will leave with the whorl, wooden dowel and 1 oz. of roving so they can use their spindle right away! Class involves open flame and molten metal. Natural fiber clothing is required. Limited to ten students with a materials fee of \$10.00. Children must have adult supervision present. *THL Diana Doria, Canton of Hawk's Hollow, Outlands & Lord Pádraig Ó Súilleabháin, Barony of Caer Galen, Outlands*

Sunday

10:00 a.m.: Beginning Kumihimo – Basic Japanese cord braiding. These cords were used in period for everything from fastening and decorating clothing to lacing armor. Materials (portable foam marudai, cotton string and weight) provided. *Lady Veronica, Barony of Caer Galen, Outlands*

10:00 a.m.: Quick Mead – The drink most commonly associated with the medieval period. Quick or short mead is a period style mead great for beginning brewers. There is a quick turnaround time between making and drinking and not a lot of equipment is required. Recipes and samples available. If you wish to sample, please bring ID. (Class in Mistress Theresa's Kitchen on Artisan's Lane) *Lord Rauf le Brewere, Barony of Dragonsspine, Outlands*

11:00 a.m.: How to use Janet Arnold's Patterns of Fashion (2 hours) – Class offers observations and techniques for making late period clothes based on Janet Arnold's series. It explains the misconceptions as false expectations of the series and shows how this series can be a wonderful source for late period construction. *Master Sashatec Nickali Koliskof, Barony of Mag Mor, Calontir*

1:00 p.m.: Coil Basket Making (2 hours) – Using rope and cording for a core, we'll use scraps of yarn to make coasters, trivets or baskets. Yarn is available, but feel free to bring your own! Materials fee \$3.00 - \$5.00 depending on project. *Lady Ailbhe bean Oengus meic Muineog, Barony of Caer Galen, Outlands*

3:00 p.m.: Gardening: Medieval Aspirations, Western Realities *Mistress Meriel of Tay, Barony of Unser Hafen, Outlands*

4:00 p.m.: Known World Choir Performance *Mistress Biket filla Benjamin de Canterbury, Barony of Unser Hafen, Outlands*

Youth Activities & Classes

COORDINATORS: THL Jayne Barber and THL Mária Abramsdóttir

Youth Hall and Volunteers: Open 10:00 a.m. - 5:00 p.m. CLOSED noon - 1:00 p.m. for lunch. Snacks and water provided when open. Parents need to notify us if child has any allergies. Volunteers are welcome & very much appreciated! "Art, Period Games and Stories Corner" will be available for parents and their children. Art supplies, how-to-draw materials, period board games & books with period stories provided.

Page Academy: (ages 7 & completed first grade - 17): Classes include intro to marshal activities, A&S and service. Youth do not have to be enrolled in the Page Academy to take Page Academy classes. Children younger than 7, or who have not completed 1st grade may only participate with an adult partner. Pages already enrolled in the Page Academy should bring their Page Academy Notebooks and forms to Youth Hall.

Service: Children, youth and teens who wish to be in service may run list cards at tournaments, help with trash pickups, serve as Town Criers (ages 12+), help at the List Field Hydration Station (ages 6+) and help with children's activities at Youth Hall (ages 8+). Please see THL Jayne Barber at the Youth Hall for details.

Archery: Experienced archers of all ages can shoot with the adults on the Archery Range. Minors must have a parent, legal guardian or Temporary Guardian with them at all times in order to shoot. There will be a youth archery Class and a youth fun shoot. Some loaner equipment may be available, please check with the youth staff.

Master Wilelm's Forge: See THL Jayne Barber for details as to restrictions and requirements.

Youth Marshal Activities: (Swords, Training, Tourney): Training in safety, sportsmanship, techniques, chivalry, courtesy and honor. Classes held outside near the Youth Hall. The Outlands does not have a Youth Combat program; there will be no Youth Combat activities.

A&S Classes in the A&S Pavilion: Unless otherwise noted, A&S classes in the A&S Pavilion are open to children and youth accompanied by a responsible adult. **The Battlemoor Choir:** Open to all, ages 12 and up, whose voices have changed & stabilized. This is for protection of developing voices. Choir rehearses Friday through Sunday, 10:00 a.m. – Noon in the A&S Pavilion. Performance: 4:00 p.m. Sunday in the Artisan's Lane classroom pavilion.

Youth Site Rules, Parental Responsibilities & Curfews

Within the Kingdom of the Outlands, minors are persons under 18 years of age residing in Texas, New Mexico, Colorado and Wyoming and under 19 years of age (unless married) residing in Nebraska. Minors are welcome to participate, subject to the following rules:



- **Ponds and Streams** – Do not leave children unattended near the stream or cattle ponds. These present a fascination and a danger to children. There can be snow melts year round that flood the small stream. Your child needs to be monitored appropriately.

- **Parents and Guardians' Responsibilities** – Parents, legal guardians and Temporary Guardians (as recorded on the "Child Guardian Consent" form) are responsible for their children and should be aware of their children's location and activities at all times. Parents must not expect other adults to supervise or control minors who are wandering unaccompanied. Children under the age of 5 should not be left unsupervised by the parent, legal guardian or Temporary Guardian. Children 12 years old & younger are not considered suitable babysitters for younger children. Because our site is at a higher altitude than you may be used to, please be sure that your child drinks plenty of water and

uses sunscreen or protection from the sun. Water will be available to all at the Youth Hall.

- **Sight and Sound Rule** – The "Sight and Sound" rule is in effect. This rule states that children less than 12 years old should be in eyesight/earshot of the parent or a designated adult or teenager (as determined by the parent or guardian). If children are in the care of an adult besides the parent, legal guardian or Temporary Guardian (designated babysitter, attending activities, etc.) the children should be checked on periodically by the parent, legal guardian or Temporary Guardian to ensure their safety and suitable behavior.
- **Alcohol and Illegal Substances** – The Legal drinking age in Colorado is 21. No minor may consume alcohol or use illegal substances. No adult may offer alcohol or illegal substances to a minor. Anyone found violating these laws will be ejected from the site and may be subject to other action.
- **Medical Treatment by a Chirurgeon** – No minor under the age of 18 may receive medical treatment from a Chirurgeon (other than that required to sustain life in an emergency) unless consent is obtained from the parent, legal guardian or Temporary Guardian present at the event.
- **Curfews** – Minors under age 13 must be supervised by an authorized adult in their camps or be with an authorized adult from 9:00 p.m. to 6:00 a.m. Teens (ages 13-17) must be supervised by an authorized adult in their camps or be with an authorized adult from 11:00 p.m. to 6:00 a.m.
- **Society Policies Regarding the Breaking of Rules** – Minors whose behaviors violate SCA Governing Documents, Kingdom Law/Policies or Site Rules will be escorted to their parent, legal guardian or Temporary Guardian and issued a verbal warning for the first offense. If a second offense occurs, the parent, legal guardian or Temporary Guardian will be required to keep the minor with them for the remainder of the event. If a third offense occurs, the minor and parent, legal guardian or Temporary Guardian will be ejected from the site and the matter will be reported to the Kingdom and Society Seneschals.

*If you like Battlemoor
in August,
you'll love Estrella in February!*

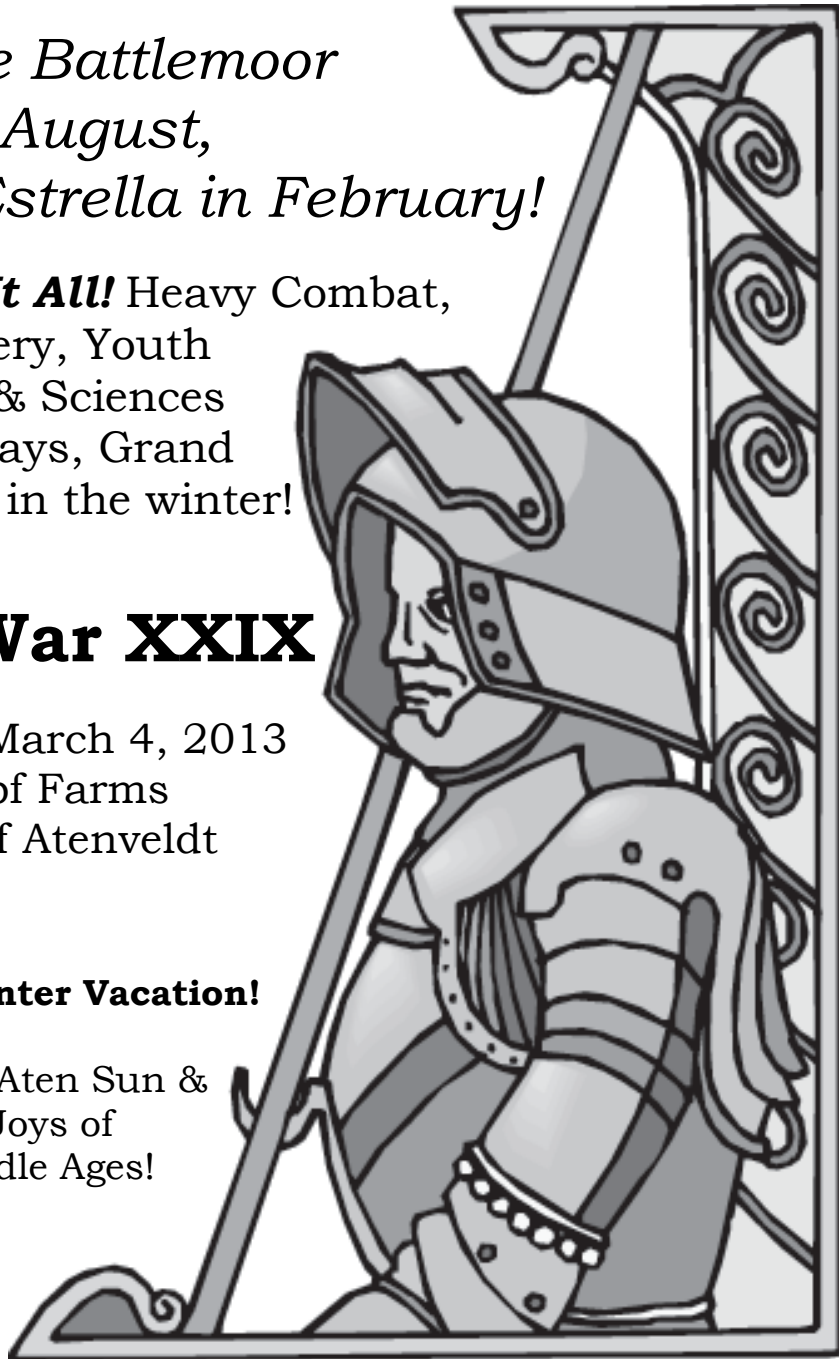
Estrella Has It All! Heavy Combat,
Rapier, Archery, Youth
Combat, Arts & Sciences
classes & displays, Grand
Court **and** Sun in the winter!

Estrella War XXIX

February 26 – March 4, 2013
Schnepf Farms
Kingdom of Atenveldt

Plan Your SCA Winter Vacation!

Come bask in the Aten Sun &
Revel in the Joys of
the Current Middle Ages!



Visit estrellawar.org
for all the details!

Partymoor

COORDINATOR: BARONESS Leah de Montgomerie of Lark Hall

Join us in Town Hall as we gather to share the joy and camaraderie of Battlemoor!!! Each evening after Court, Battlemoor will host a Revel in Town Hall. Music, dancing, tales of the glories of the day! All are invited but do keep in mind these are parties for adults. In Colorado you must be 21 to consume alcohol. This will be enforced without exception. **Prior to drinking any alcoholic beverages you must present appropriate identification.**

Thursday night – The First Annual Outlands Regatta: Lord Rauf le Brewere challenges all hearty mariners to navigate frothy seas of ale in a breath-defying race to victory! Assemble ye teams of five trusty shipmates (of an age to drink by the legal reckoning) and test your might against your fearsome opponents. Will your crew drink to the victor's spoils or falter beneath the treacherous waves of brew?

Friday night – Polynesian Luau: Thankfully the explorer Magellan has crossed the vast Pacific Ocean to introduce us to a truly beautiful people who are as warm and vibrant as the lands and seas upon which they live. Count Giovanni di Sienna invites all adults to join the Companions of the Grail and the Stag's Bloods in a celebration of Polynesian culture and fun. The party will start around sun down and last until, well, whenever!

Saturday night – Saints & Sinners Revel: Saints and Sinners unfurl your banners for on Saturn's Day evening, battle will be joined! Fierce combat follows the Templar Torchlight Tournament as the forces of "nice" battle the forces of "naughty". A bevy of beautiful noble ladies will keep Duke Lycurgus de Loch in line at his "Tavern of Sorts." Nice and Naughty refreshments will be available to quench your deprivation (be ready to reveal your age, it's the law). Thanks to Duke Kynan of Wyre Forest and Countess Gilliana Leigh Gallwey for storing the left over refreshments from the Estrella Party. All are encouraged to wear garb that will enrich the Saints and Sinners theme. Outlands Revelry at its silliest!

Sunday night – Kiva Han's Blue Moon Hafla: Throughout the Known World, the Outlands is known for many things, but none is so widely known or beloved as its drummers and dancers. Baroness Affrica nic Pharlain Sidhein Mhoir invites all to come celebrate the heartbeat of the Outlands at the closing party of Battlemoor III; the Kiva Han's Blue Moon Hafla. Bring your carpets! Bring your pillows! Bring your drums! Bring your camels, if you have them! Come listen to the Outlands' heartbeat and watch as the beauty of the kingdom becomes one with the music! The Kiva Han is preparing this year to raise funds to restore, rehabilitate and transport the Outlands' war drums, which are in much need of the love of the Outlands and its Allies. The Blue Moon Hafla will be a celebration of the Outlands' drums, drummers, and dancers, as well as a huge thank you to all attendees of Battlemoor for their support of the Kiva Han and this fundraising effort throughout Battlemoor III. The hafla will also be a time to announce and celebrate the final donation tally.



Site Merchants

A's Round Pottery	☞	pottery	
Alta Cruz Pottery	☞	functional pottery	www.altacruz.com
Amazonia Enterprises	☞	rapiers, masks, miscellany	www.jamesthejust.com
Asad's Silk Road Caravan	☞	accessories, camping gear	
Aurora Moon	☞	jewelry, clothes, trim, miscellany	www.aurora-moon.com
Boicewright Workshop	☞	looms, weaving supplies, boxes, pouches	
Briar Patch	☞	clothing & accessories	www.briarpatchgarb.com
Buxom Bitch Horns	☞	drinking horns, glass, tunics	
The Chuck Wagon	☞	breakfast, food, water	
Erth Stuff	☞	handmade soaps	www.earthstuff.ecrater.com
Estoile Designs	☞	looms, textile equipment, jewelry	
Fervent Kip Imageworks & Cainnleach's Treasures	☞	clothing, soaps, miscellany, fur accessories, fur hats	www.medievalclothingcloset.com
Flying Fox	☞	leather masks, miscellany	
Fox Ryde Gardens	☞	hand-dyed yarns, weaving tools, bath & body products	www.foxryde.com
Kosmic Trading Post & Infinity Resources	☞	stones, crystals, scarves, bags, hair adornments	
Leather by Alys	☞	leather pouches, miscellany	
Lucky's Eats	☞	food	
Om Shanti Naturals	☞	books, jewelry, body & bath	www.omshantinaturals.com
Phoenix Garb & Trim	☞	clothing, trim	
Puss-n-Boots Emporium	☞	garb, jewelry, miscellany	www.puss-n-boots-emporium.com
Revival Leather - Adkins Historical Reproductions	☞	leather shoes, armor	www.revival.us
Rising Sun	☞	leather boots	
Simply Stylish	☞	ME clothing, chairs, stools, books	www.simplystylish.us
Somerville Manor	☞	pottery, hand cannon, scissor chairs	www.somervillemanor.com
The Treasury	☞	reproduction glass beads, metalwork	www.the-treasury.com
Variant of Normal	☞	trinkets, toys, metal-wool-wood	
Wanderlust	☞	ME clothing & jewelry, silver jewelry	
Wood and Antler	☞	camp chairs, benches, bamboo cups	
Wood-n-Woven	☞	hand-woven fabric, weaving/spinning equipment	www.wood-n-woven.com

Staff: COORDINATORS Page



Autocrats	Master Massimiliano Pontieri dal Sasso
	Mistress Yazida bint Zarif
Site Engineer	Duke Boleslav Ragnarsson
Land Allocation Steward	Baron Andros Korkyrates
Site Set Up	Lady Liepa Jonaskaite
Site Tear Down / Clean Up	THL Þorvaldr Þórólfsson á Vaksfjall
Exchequer	Master Gunwaldt Gullbjørn
Gate Coordinator	THL Johann of the Northern Moors
Parking	Lady Cera ingen Rónáin
RV Services & Vendors	Baroness Elisée de Calais
Hospitality	Mistress Seuilla de Córdoba
Gate Book	Lady Dáirine inghean Ghriogair
The Watch	THL Oliver Mordrake
Motor Pool	Countess Slaine inghean Ui Sheanain
Chirurgion	THL Keterlyn von Eltz
Merchants	Duchess Kathryn of Iveragh
Outlands History Museum	Master Tore av Uddevåla
Media Relations / Press	Mistress Meenakshi da Gama
Royal Liaison	Duchess Anna de Apperleye
Arts & Sciences	Mistress Ansteys Darcy
Artisan's Lane	Mistress Agnes de Lanvallei
Marshall In Charge	Sir Davin Drakere
Archery	Sir Mika Longbow
Equestrian	Lady Aemilia Valeriana
Lists	THL Avram Ibn Gabirol
Heraldic Consultation	Mistress Fiachra ni Ciardhubhain
Town Criers	THL Llywus ap Alan
Field Hydration	Lady Aurelia
Revels	Baroness Leah de Montgomerie
Youth Activities	THL Jayne Barber
Page Academy	THL Máiría Abramsdottir
Web Site	Mistress Bennet Murray

Map and cover by Lady Leia the Archer

Site Rules

Fire Restrictions are subject to change at any time during the event. Look for posted fire warnings and observe them. Only propane stoves and lanterns with on – off switches are allowed and must be attended at all times. A fire extinguisher must be available at each camp using such a device. **Do Not** throw cigarette butts on the ground. Anyone caught doing so may be asked to leave the site. **NO** fireworks are allowed on site.

- Electricity is for Staff and official use only. It is already allocated for emergencies & special projects. DO NOT plug into any outlet on site. No Exceptions!
- NO Cutting Trees or Limbs! If you have a tree in your encampment that you feel poses a danger let the Site Stewards know and we will take care of it. You may rake and trim brush that is smaller in diameter than your pinky finger. If you want a cleared camp spot, many are available.
- Please unload as quickly as possible off the roads and move your vehicle to the parking lots. All vehicles must display a parking sheet on the dashboard and be parked in appropriate areas. To help mitigate dust, please observe posted speed limit signs.
- Dogs are allowed on site as long as they are properly leashed at all times. Clean up after your animals appropriately!
- All buildings are the Private Property of the Site Owners. Tampering, entering, defacing or disrespectful acts will not be tolerated and perpetrators will be asked to leave site **immediately**.
- Please collect your trash and put it in the dumpsters located near gate. DO NOT dispose of broken or unwanted camp furniture in the dumpsters.
- This site is a working ranch, do not feed, play with or otherwise interfere with the animals.
- Some water is available. It is potable. The stream is not potable. Do not dump 'grey water' into the stream.
- Do not leave children unattended near the stream or cattle ponds. These present a fascination and a danger to children. Minors must be under the supervision of their guardians at **all** times.
- Respect property boundaries. Do not camp, play or go past the barbed wire fence boundaries. Fill in any 'sump holes' dug for grey water and tent pole holes before you leave. This is grazing land and we need to make sure there are no holes that hooves can get stuck in.
- No drumming between the hours of 2:00 am and 8:00 am.
- In Colorado you must be 21 to consume alcohol. This **will be enforced without exception**.

